



STUDENT SURVEY | “libraries = education”

Extended reality (XR) is an umbrella term used to describe real and virtual environments created with technology. Extended reality includes **augmented reality (AR)** and **virtual reality (VR)**. Virtual reality creates a new digital environment that the user enters, creating a feeling of immersion and presence (being there).

1. **Are you a** (select one)

___ Student ___ Lifelong learner ___ Other (please specify) _____

2. **How old are you?** _____

3. **Did using XR help you understand the topic you studied?** (circle one)

Yes, definitely!	Yes.	Not sure.	Not really.	No.
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Why do you think that is?

4. **Did using XR increase your interest in the topic you studied?** (circle one)

Yes, definitely!	Yes.	Nor sure.	Not really.	No.
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Why do you think that is?

5. **Do you feel that you learned something helpful today?** (circle one)

Yes, definitely!	Yes.	Not sure.	Not really.	No.
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6. **Do you feel more confident about what you just learned?** (circle one)

Yes, definitely!	Yes.	Not sure.	Not really.	No.
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7. **Are you more aware of the resources and services provided by the library?** (circle one)

Yes, definitely!	Yes.	Not sure.	Not really.	No.
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8. **What did you like most about this program?**

9. **What could the library do better to help you learn more?**